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          \  April 15, 1994   Vol.I No.2    /
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                The Official Online Newsletter of the Cleveland Free-Net Atari SIG
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The Cleveland Free-Net Community Computer System is accessible worldwide!
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      telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)
_____

    216/368-3888 | 300/1200/2400+ baud | type 'go atari' at any menu
_____

                                Covering:
         XE/XL/800/400,FALCON030/ST/TT/ST(e),PORTFOLIO,LYNX,JAGUAR

            CAIN Online Newsletter Published and Copyright (c) 1994
                           by Cain Publishing

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_____

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>From the Editor
-=-=-=-=-=-=-=

We are proud to report that circulation of the first issue of CAIN has been
a success!  One can obtain CAIN on Delphi, American Online, Genie,
Compuserve, and other popular services.  Furthermore, the first issue was
the second most downloaded file on Delphi's Atari section as of April 6,
1994.  We appreciate the downloads as well as the encouraging e-mail.  Keep
those letters coming!  Finally, besides obtaining these issues via e-mail
or the Atari SIG, one can now obtain these issues by Anonymous FTP!  I'd
like to personally thank Andrew Heller for providing us with this FTP site.
See the Free-Net news section for further details.

Welcome to another information-packed issue!  In 8 bit news an Atari 8 bit
emulator for the IBM PC will soon be available from Branch Always Software.
For an overview and an interview with the author, Darek Mihocka, see the
Atari 8 bit Support Area.  Still haven't bought those rechargeable batteries
for your Portfolio?  Portfolio editor, Fred Horvat, may change your mind
with his article in the Portfolio Area.  In 16/32 bit news, Bruce Nelson
explains what "online magazine" support is out there for the avid 16/32 bit
user.  Who says its too late for Easter Eggs?  The Lynx Area features a new
Easter Egg as well as information on a portable game newsletter that will
soon be available on the Atari SIG.  The Jaguar section contains a list of
most wanted games for the Jaguar to be voted on!  It also includes the
latest Jag Info and a review of Tempest 2000!  Finally, check out the Atari
SIG conference sections for details on two upcoming conferences!  If you
still haven't received your Free-Net id, these two conferences will
definitely convince you to register for yours today!

                                                -Mark Leair


>From the SIG Manager
-=-=-=-=-=-=-=-=-=-=-

There is a lot of information available to Atari users thanks to the
active members of the Atari Community.  I do not believe that users of
any other system (computer or video game) has as much information available
to them as we do.  There are FAQ lists, software lists, user group lists,
developer lists, magazine lists, BBS lists, and even record high score
lists.  Each list is a FANTASTIC source of information and I would hate
to see where we would be without them.  Every time I read one of these
information listings, I think to myself how great the person is that is
maintaining it.  I am sure everyone feels the same way.

One of the things that we have been trying to do with the Cleveland
Free-Net Atari SIG is to make it a great information source.  As I said
before, information is the future.  Those who have it are in great shape,
those that do not are lost.  We have managed to collect a number of these
information listings for everyone to use.  The members of the Atari
Community worked hard on these information listings and it is only right
to make them as accessible as possible.

The following are some of the information listings that are available on
the Cleveland Free-Net Atari SIG.  If we are missing any that you have,
please send them to the Atari SIG.

8-Bit Magazines (World) ***Atari SIG--Michael Current***
8-Bit Vendors and Developers (World) **Atari SIG--Michael Current***
8-Bit Magazines, Vendors and Developers (North America) **Atari Classics**
8-Bit User Groups (North America) **Atari Classics**
8-Bit Bulletin Board Systems (North America) ***Atari Classics***
8-Bit Frequently Asked Questions ***Atari SIG--Michael Current***

16/32-Bit Magazines ***Atari SIG***
16/32-Bit IAAD Member Listing ***IAAD***
16/32-Bit Vendors & Developers ***GEnie ST RTK***
16/32-Bit Applications Software List ***Heiko Hartmann***
16/32-Bit Games Software List ***Heiko Hartmann***
16/32-Bit Frequently Asked Questions ***David Paschall-Zimbel***
16/32-Bit User Group List ***Atari United***

Lynx Frequently Asked Questions ***Robert Jung***
Lynx Game Cheat List ***Peter Hvezdak***
Lynx High Score List ***Jim Leonard***
Lynx Robert Jung Game Reviews ***Peter Hvezdak***
Lynx ComLynx List ***B.Tribble***
Lynx R.J. Lynx Awards ***Robert Jung***

Jaguar Frequently Asked Questions ***Robert Jung***
Jaguar Game Cheat List
Jaguar Record High Scores Reported ***Atari SIG***
Jaguar Developer List ***Atari Explorer Online***

Who's Who in the Atari Community ***Atari SIG***
Other Free-Net Atari SIGs ***Atari SIG***

The Cleveland Free-Net Atari SIG thrives on information and if you have
any, contribute it!  Also feel free to just send the Atari SIG any updates
that you may have of the information listings you maintain.

If you haven't already applied for a Free-Net account, what are you
waiting for?  The Atari SIG has many exciting things planned, but you
can't be a part of them if you do not have a Free-Net account!  And it is
very easy to get one!  Just log on the system as a visitor and apply
for an account!

Finally, I wrote a rather long commentary article that is included in the
CAIN Newsletter supplement.  It is about problems that still seem to
exist with Atari's distribution.  I received the impression from Atari
representatives in the last couple of weeks that there is no problem with
the distribution of the Jaguar.  I wrote this article to point out that
there are problems and they should be considered.

By the way...  If you aren't from Cleveland, the city has a new Baseball
stadium called Jacobs Field.  The baseball park is unbelievable.  I would
even dare to say that it is the best in the world.  The Indians don't
look bad either this year!  If you are visiting Cleveland and have some
time, go to a game!  You'll enjoy yourself!

Thank you and I hope to see you on Free-Net soon!

Len Stys, SIG Manager


Free-Net News
-=-=-=-=-=-=-

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                          New CAIN FTP Site

The CAIN newsletter is now available for Anonymous FTP at
"akh104.rh.psu.edu". The newsletters are presently kept in the /pub
directory. The newsletters will use the following naming convention:

      cainMMYY.txt.z

MM = The 2-digit numeric month. For example the month of April is 04 and
      the month of September is 10.

YY = The 2-digit Year. Example: 94 = 1994.

Presently the newsletters are compressed with gzip. FTP the file in Binary
Mode. After receiving the file, enter ' gzip -d cainMMYY.txt.z ' at a Unix
shell prompt to uncompress the file.

CAIN would like to thank Andrew Heller for providing us with this FTP site.

                    Accessing Free-Net from Delphi

To access the Cleveland Free-Net from Delphi, do a

GO INTERNET

at just about any prompt. In the Internet area, select Telnet. It'll ask
you for the address which is, of course, freenet-in-a.cwru.edu. (If that's
busy, try nextsun.ins.cwru.edu). Then log into freenet in the normal manner
and GO ATARI.

The Delphi user must have registered for internet access ($3.00/month extra).
In the Internet area, a user can sign up for the access, use it, then
un-signup. It'll cost $3.00 for just the current month.

          Lynx & Jaguar Support Areas Accessible from Video Game SIG

The Cleveland Free-Net Video Game SIG has just released a new version of its
SIG and has begun sharing the Lynx and Jaguar Support Areas with the
Atari SIG:

    <**** Cleveland Freenet Video Game SIG ****>
        <*********** (go vgame) ***********>

   1 About The Video Game SIG
   2 General SIG News
   3 General Talk, Suggestions, Etc.
   4 General USENET Video Game Newsgroups
   5 Nintendo
   6 Sega
   7 Atari
   8 Multi-Media Systems
   9 Classic Game Systems
  10 Other Game Systems
  11 Computer Games
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 12 Arcade Games
 13 Pinball Machines
 14 Video Game SIG Directory Services
-------------------------------------------------
h=Help, x=Exit Free-Net, "go help"=extended help


Your Choice ==> 7

     The Video Game SIG
   //-------------------\\
            ATARI
   \\-------------------//

   1 Lynx Support Area
   2 Jaguar Support Area

   3 USENET: alt.games.lynx
   4 USENET: rec.games.video.atari

   NOTE: Lynx & Jaguar Support Areas are maintained
         by the Atari SIG.  (Type GO ATARI for more)


-------------------------------------------------
h=Help, x=Exit Free-Net, "go help"=extended help


Your Choice ==>



Atari News
-=-=-=-=-=

   FOR IMMEDIATE RELEASE

   CONTACT:   Lynn Thompson, (408) 764-0740
              Karen Magill, (617) 494-8202
              Cunningham Communications, Inc.

              Bill Rehbock, (408) 745-2000
              Atari Corporation


   Atari Ships Tempest 2000 for New Jaguar
   Game Garners Industry Awards; Flies Off Retail Shelves

   SUNNYVALE, CALIF. - April 13, 1994--Wednesday Atari Corp. (ASE:ATC)
   announced it is shipping Tempest 2000 for Jaguar, its award-winning
   64-bit game system.    Tempest 2000 was recently awarded "CES Game of
   Show" (Electronic Games Magazine), "Game of the Month/March" (DieHard
   GameFan) and "Game of the Month/March" and "Editor's Choice Gold
   Award" (Electronic Gaming Monthly).

   The original Tempest is one of the most popular video games in arcade
   history. With Tempest 2000, players get four games on one game
   cartridge:  the original Tempest, Tempest Plus, Tempest 2000 and
   Tempest Duel.

   "Tempest 2000 is the hottest selling title on Jaguar today," said
   Peter Roithmayr, senior buyer at Electronics Boutique.  "We sold over
   60 percent of our Tempest 2000 stock within four days; most sold in
   the first two days of shelf life.  Tempest 2000 is in very high
   demand because the popularity of the Jaguar has far exceeded the
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gaming industry's expectations."

"Tempest, by itself, is worth the price of the Jag -- Tempest 2000 for
Jaguar is further proof that the next level of gaming has arrived,"
said Dave Halverson, DieHard GameFan.

Tempest 2000 players venture through 100 unchartered galaxies filled
with "Demon Heads," a very aggressive and deadly enemy and "Warp
Bonus Tokens," which count toward bonus levels and a free instant
"SuperZapper," a player's defense which can destroy everything on the
screen.

"We are pleased to offer Jaguar players Tempest 2000, which has
already captured the attention and praise of the industry's leading
game publications, " said Sam Tramiel, president of Atari Corp.
"Tempest 2000 has hit the ground running -- Jaguar's 64-bit
technology has allowed us to make one of the industry's most
exciting, challenging games even more outstanding."

Tempest 2000 features two-player cooperative play and more than 30
minutes of pure CD-quality techno-rave soundtrack. In addition:
 -- Powerful 3D polygons provide realistic parallax star fields
 -- Particle displays deliver realistic explosions
 -- Melt-O-Vision graphics provide stunning graphic effects
 -- Cycle shading gives players accurate depth perception

Atari Tempest 2000 is immediately available through all
Atari-authorized retailers for $59.99.Atari Jaguar is the world's
first 64-bit interactive multimedia home entertainment system and is
the only video game system manufactured in the United States. Jaguar
was recently named the industry's "Best New Game System" (VideoGames
Magazine), "Best New Hardware System" (Game Informer) and "1993
Technical Achievement of the Year" (DieHard GameFan).

Atari Corp., based in Sunnyvale, manufactures and markets 64-bit
interactive multimedia entertainment systems, video games and personal
computers for the home, office and educational marketplaces.

All trademarks are the property of their respective owners.

LYNX OFFER FROM ATARI

NOTICE: PLEASE FEEL FREE TO FORWARD THIS OFFER TO FRIENDS!

 Atari Corporation is looking for ways to reward onliners for their
 dedicated support of our products. We have come to appreciate the
 volume of great ideas, suggestions, criticisms and compliments. We
 know you are buying our products already, but we think you deserve a
 little more.

 The followng offer is available to members of all popular online
 services including the Internet and public access BBS's. It is also
 available to readers of popular online magazines who choose to
 support their readers by reprinting this offer. Look for other online
 offers soon.

 SPAN: Good from 3/1/94 to 6/1/94
 OFFER: Buy a Lynx, get 2 carts free.
 BONUS: Free Scorpions CD Single to first 100 orders!

```
DESCRIPTION:   Buy a Lynx game system for only $99.99 and
               receive your choice of TWO game carts free.
               ($80 value. That's like getting the Lynx for
               just $20!)
CHOOSE FROM:   Any of Atari Corp's existing stock of Lynx
               titles. (List follows.)


WHAT IS A LYNX?

Atari(r) Lynx(tm) is the ultimate portable video game machine. It
delivers over 4,000 colors, up-to 8-player connectivity potential,
16-bit graphics engine, 3.5" diag. playing screen, hardware scaling,
headphone jack, right/left handed controls and lots and lots of
cartridges to choose from. ...Arcade video game fun everywhere you
go.

Note: If you already own a Lynx, use this one to ComLynx with
      family members or put it aside as a gift
... (keep the free carts for YOU!)
... or form an alliance with a friend and split the costs!


Terms subject to change without notice. Offer valid only to North
American locations.

HOW TO ORDER ATARI CORPORATION OFFERS: (It's easy)

1) Fill out the order template below.

2) a. Fax order to 408/745-2088. (BEST METHOD)

   b. EMail (PRIVATELY) this order to:

         Don Thomas <75300.1267@compuserve.com> or
                  (75300,1267 on CompuServe)
         Bob Brodie <bob-brodie@genie.geis.com> or
                  (BOB-BRODIE on GEnie)

   c. Call your order to 408/745-2098 (9-5 PST)
      Note: Phones are often jammed with excited Jaguar
            callers. Please be patient!


      FULL NAME TO SHIP:
         ADDRESS TO SHIP:
 APARTMENT, SUITE, LOT:
 CITY, STATE, PROVINCE:
           POSTAL CODE:
       DAY PHONE NUMBER: (     )
     NIGHT PHONE NUMBER: (     )
    ONLINE SERVICE USED:
 ONLINE USER I.D./ADRSS:
        (NOT PASSWORD)

----- Complete if first order in 12 months -------
    NAME ON CREDIT CARD:
 MASTERCARD/VISA NUMBER:
        EXPIRATION DATE:
----------------------------------------------------


EDIT ORDER BELOW:
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```
    DESCRIPTION              QTY      EACH    EXTENDED
==================================================
1  Lynx complete            1   $  99.99   $  99.99
2  ?????? cartridge         1     $$.$$       FREE
3  ?????? cartridge         1     $$.$$       FREE
4
==================================================
   SUB TOTAL ........................... $  99.99
   CALIFORNIA TAX (8.25% if applicable).. $   x.xx
   SHIPPING & HANDLING* ................. $   4.95
==================================================
   TOTAL (U.S. funds) .................. $ xxx.xx
```

List of Atari Corp. Lynx Titles
""""""""""""""""""""""""""""""""

$49.99
======
BATMAN RETURNS
NINJA GAIDEN III
PITFIGHTER

$39.99
======
A. P. B.   STEEL TALONS
AWESOME GOLF   S.T.U.N. RUNNER
BASKETBRAWL   SUPERSKWEEK
BILL & TED'S EXCELLENT ADVENTURE TOKI
BLUE LIGHTNING   TOURNAMENT CYBERBALL
CALIFORNIA GAMES   TURBO SUB
CHECKERED FLAG   VIKING CHILD
CRYSTAL MINES II   WARBIRDS
SWITCHBLADE II   XYBOTS
HARD DRIVIN'   DRACULA THE UNDEAD
HOCKEY   POWER FACTOR
HYDRA   DINOLYMPICS
KUNG FOOD   DIRTY LARRY, RENEGADE COP
LYNX CASINO   WORLD CLASS SOCCER
NINJA GAIDEN   JOUST
ROADBLASTERS   GORDO 106
SCRAPYARD DOG   JIMMY CONNORS TENNIS
SHADOW OF THE BEAST   LEMMINGS
N. F. L. FOOTBALL   MALIBU BIKINI VOLLEYBALL
PINBALL JAM

$34.95
======
BASEBALL HEROES   RAMPART
RAMPAGE   RYGAR

$29.95
======
CHIP'S CHALLENGE   BLOCKOUT
ISHIDO   ELECTROCOP
MS. PAC-MAN   GATES OF ZENDOCON
PACLAND   GAUNTLET THE THIRD ENCOUNTER
PAPERBOY   KLAX
SHANGHAI   ROBO-SQUASH
TODD'S ADVENTURE IN SLIME WORLD   ROBOTRON 2084
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| CLEVELAND FREE-NET WILL PRESENT __FREE__ COMPLIMENTARY USAGE TIME  |
| to the readers of:                                                |
|                                                                   |
|                        CAIN Newsletter                            |
|                                                                   |
| New Users Sign Today!  Connect by modem: 216/368-3888 or          |
|                        Telnet to: freenet-in-a.cwru.edu, 129.22.8.32 |
|                                                                   |
| You can log on as a visitor to explore the system.  At the opening |
| menu ("Please enter 1 or 2:"), enter "2" to log in as a visitor.  At |
| the next menu, enter "2" again to explore the system.  You will then |
| read an opening disclaimer and a login bulletin, then be sent to the |
| main Free-Net menu.  Once inside, type "go atari".  Follow the menus |
| to read Atari-related discussions, reviews, news, and information. |
| In order to post messages, send e-mail, vote, chat online, and sign |
| a user directory, you need a Free-Net account.  Apply for a Free-Net |
| account by entering "1" at the second menu instead of "2".        |
|                                                                   |
| All new registered users receive "free" accounts which will not   |
| require payment for the usage of the system.                      |
|                                                                   |
| The Cleveland Free-Net has an Atari SIG comparable to other systems. |
| The Atari SIG carries _ALL_ Z*Magazine issues.  Z*Net & ST Report  |
| from 1989.  All Atari Explorer Online issues.  The latest and      |
| greatest Atari news.  "Support Areas" for all Atari users.  Multi- |
| User Chat, Voting Booth, Wanted & For Sale, User Directories, and  |
| even direct access to Atari related Usenet newsgroups.            |
|                                                                   |
| No charge for registration or usage of this system!  Register today! |
|                                                                   |
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8-Bit Computers Support Area
-=-=-=-=-=-=-=-=-=-=-=-=-=

8-Bit Support Area News

Michael Current

The Info-Atari8 Digest has returned!

Thanks to Mike Todd and Mike Jewison for taking the initiative to get it running

again, and good luck at bringing it back to full functionality.
(More on that in a bit.)

If you're not familiar with it, the Info-Atari8 Digest is the Internet
mailing-list dedicated to our favorite 8-bit computers. It contains the
same message base as found on the Usenet newsgroup comp.sys.atari.8bit,
but because it is distributed by e-mail it can reach many people who do
not have Usenet access. You'll often see me refer to the two groups as
one, the comp.sys.atari.8bit/Info-Atari8 Digest discussion group.

Option 11 in our 8-Bit Computers Support Area always contains at least
6 months of the Digest, forming a useful archive of comp.sys.atari.8bit
postings.

The Info-Atari8 Digest has a long and storied history, only a portion of which I am familiar with. It presently is mailed from info-atari8@naucse.cse.nau.edu, a machine at Northern Arizona University, but that wasn't always the case. When I came across the Internet in 1989 it came from a machine at White Sands Missile Range, New Mexico. Sorry, I don't remember that address exactly, but it was the same machine that was the original huge FTP site, simtel. Before that, the original address for the Info-Atari8 Digest was info-atari8@score.stanford.edu. Who remembers those days?

When the Digest was at its two previous sites, it worked like this. Every posting made to comp.sys.atari.8bit on Usenet appeared in the Info-Atari8 Digest, and every mailing sent to the digest address was posting to comp.sys.atari.8bit. Unfortunately, when the Digest was moved to its present site in early 1990 this mechanism did not survive the transition. Ever since then the Usenet->Internet direction has worked, but the Internet-> Usenet direction has not. People would post questions on Usenet, and Digest subscribers would mail their responses and see their responses in the Digest, then wonder why the original questioner didn't see it. Mass confusion, and my original motivation for creating the 8-bit Atari FAQ List.

Digest subscribers now overcome this by sending their mailings instead to comp-sys-atari-8bit@cs.utexas.edu, a site that will take any mail and post it to any newsgroup for you. This technique works, but it's only a stop-gap solution.

Adding to the confusion was the INFO-A8 Listserv on BITNET. This was a secondary distribution of the Info-Atari8 Digest for persons on BITNET but not the Internet (and two steps removed from Usenet). Probably due to the fact that most BITNET sites have since connected to the Internet, I don't believe INFO-A8 exists anymore.

With new maintainers Mike Todd and Mike Jewison on the job, I have full confidence that the Info-Atari8 Digest situation will soon be finally resolved.

Good luck to you both!

8-Bit Product News

 From: darekm@microsoft.com (Darek Mihocka)

I've seen various posts recently talking about an
8-bit emulator for the PC and where to get it.
The one I'm working on, PC Xformer (an MS-DOS
port of ST Xformer) is not in beta testing
or yet available anywhere, so claims about
it sightings should be taken with a grain of
salt. It read one post about an emulator
that requires SuperVGA 640x480x256 mode.
That is not PC Xformer. So let's lay some
rumors to rest.

I did show an early version of PC Xformer about
2 years ago at the Chicago Atarifest and I will
be showing a more complete version of it next
month at the Sacramento Atarifest and passing

out some information about it. Since most people
would never be caught dead in Sacramento,
MAIL me (not email) your name and mailing
address and I'll send you that info:

Darek Mihocka
14150 N.E. 20th St. #302
Bellevue, WA 98007

Here is a quick summary of what PC Xformer
does and major changes from ST Xformer:

- runs on any 286/386/486/Pentium or
non-Intel processor that emulates at
least a 286.

- full speed emulation on roughly a 386/20.
286s will run slower. A 486/66 emulates 8 times
faster than normal. Fast enough? <grin>
An option allows you to slow down to roughly
normal speed.

- requires a VGA card only, not a SuperVGA,
since it uses 320x200x256 mode. Overscanned
programs don't go beyond 320x200.

- GTIA, DLIs, and PM/G are supported.
(unlike ST Xformer which didn't support any
of those graphics features due to the slow
speed of emulation and crippled graphics of an ST)

- at the moment, no support for using the
Xformer Cable. Transfer your 8-bit files to
the ST using the Xformer Cable and then use
those files on the PC, or use SIO2PC.

Other info (such as a compatibility list,
beta testing info, etc) will be mailed out
later on, so send in your mailing addresses.

I don't read this newsgroup on a regular basis
so please send questions by mail.

- Darek

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/-------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\-------------------------------------/
--

EDITOR'S NOTE: PC Xformer is a DOS application that will run under Windows,
OS/2 2.1, and Windows NT. It only requires 640K RAM. PC Xformer will ship in
June 1994 at a retail price of $39.95 U.S. However, BraSoft will soon offer a
special introductory price around $29.95 if purchased by the end of June.
Furthermore, a demo version will be available within the next few weeks.
Finally, for more information on this emulator, consult the "8-bit Tutorial"
below. -ML

From: RG9@VAX.YORK.AC.UK

SUPPORT FOR YOUR ATARI 8-BIT FROM RICHARD GORE.

YORKY 256K Memory upgrade:

        Yes, its still available but in dwindling quantities. The Yorky 256k
memory upgrade simply plugs into the PBI port of your 800XL or a 64k internally

upgraded 600XL and gives you 256k of XE type compatible bank switched memory.
You don't have to open your machine or do any soldering, its supplied ready
to be plugged in and used. An A4 manual and a double sided disk of support
software are included in the price.

     Price: #50 plus #2 p&p (UK), #3.50 (EC), #5 (worldwide).

              (also for US customers $90 fully inclusive).

   I also hope to have ready very soon, a new version of the Yorky with a PBI
feedthrough to allow the connection of another PBI device like the Black Box.
More details will be supplied when everything is finally sorted out.

   SOFTWARE:

JAWBREAKER - The classic Pac-man style game originally sold by Sierra-On-Line.
             This version includes two mazes which were originally sold as
             separate games as well as a new pause function and improved
             joystick control.

MOUSEKATTACK - Another classic game from Sierra-On-Line. This game has you
               trying to plumb the levels of Rat Alley. A very addictive game
               featuring a one or two player (simultaneously on screen) mode,
               new pause feature and improved joystick control.

   Both games are available on disk, tape or Rambit Turbo tape (state which)
and are supplied with a printed manual.

   Prices: #4.50 each   or #6.95 for BOTH (UK p&p included)

        (overseas please add #2 for airmail shipping)
        (US dollar prices $10 each or $18 for both fully inclusive)

For further details or to order contact:

RICHARD GORE, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

Telephone: (0302) 784642   weekends only please.

E-mail: RG9@UK.AC.YORK.TOWER or RG9@UK.AC.YORK.VAX
        (Non-JANET users invert UK.AC.YORK.xxx to xxx.YORK.AC.UK)

 -

SOFTWARE Authors, have you written any games or utilities for the Atari 8-bits,

new or old? If you have and you have the rights contact me now and we can
hopefully arrange to get them (re-)marketed!

- -

This posting is being done as a service by Richard Gore on behalf of RAMBIT.
All replies should be sent to the address given at the end of the posting.

We are pleased to send you details of our PARALLEL PRINTER PORT for the Atari
XL/XE computers, connecting to the parallel bus interface (XL) or enhanced
cartridge port (XE). The P.P.P. is designed to enable you to connect EPSON
compatible printers such as Panasonic KX-P1081, OKI-82, MP-165 etc. and print
at their designed speeds, ie not slowed to serial speed.
  The P.P.P consists of a compact unit which plugs directly into your computer
port and outputs through a standard female 36way centronics socket connected to

the printer using the lead supplied with the printer (possibly!).

The software necessary to drive the unit is best incorporated into your OS on
EPROM so accessed by normal legal IO calls. Your system is so adapted as to
allow use of your utilities (provided they only make standard use of the OS,
99% do) whether cartridge, disk or tape without any alteration of them.

                    TECHNICAL CONSIDERATIONS.

 Power for the unit can be taken from the printer on pin 18 of the connector,
or from the computer as desired. Should your printer be non-standard parallel,
quite possibly we can advise on tailoring to its specification!

Alteration of your cable, ie change of plug or reposition of individual wires,
will only be necessary if it has no male 36way centronics plug on its computer
end and/or full 36 wires present.

                    SUMMARY OF REQUIREMENTS.

PRINTER:- does it output +5volt on pin 18 to the cable? If not check pin 47 of
your XL pbi, wiring of this may be necessary.
        :-printer signals as follows, SELECT and BUSY both active high,
         ACKNOWLEDGE and STROBE active low; differences will require tailoring at

no extra cost!
CABLE:-fitted with male standard 36way parallel (centronics) plug at computer
        end.
COMPUTER:- for supply of EPROM driver details of your existing OS will be
        required and may involve fitting of a DIL socket to hold it. Kit also
lends itself to being fitted inside your computer or having printer lead
soldered too it.

 Prices all inclusive, Overseas +10%. Sterling only, cheques or postal orders
made payable to Rambit.

 KIT WITH EPROM for XL or XE ....#20

prices for ready assembled by negotiation.

We aim to satisfy and consequently will do our best to give technical support,
answer genuine queries and will be pleased to accept your comments. We will also

update/re-record on receipt of out original disk/tape with return postage.

Address: RAMBIT, 16 THE GREEN, THURLBY, BOURNE, LINCS., PE10 OHB, ENGLAND

telephone (in UK): 0778 424450

Additional comments by Richard GORE:
Dave Richardson the man behind Rambit is very technical and I'm sure he won't
mind me saying has difficulty in writing using non-technical jargon. The above
posting sounds pretty complex but what he is saying is he has available a
printer interface that plugs into a PBI on the XL or XE and can be tailored
for non-standard printers.
I also know he has experimented with using these kits to get two computers
interconnected and I think has created an RS 232 interface.

If you are at all interested in such projects I suggest you write to him at the

address given above to find out more.

8-Bit Bulletin Board Messages of Interest

Article #1081 (1100 is last):
From: cr198@cleveland.Freenet.Edu (James E. King)
>Newsgroups: freenet.sci.comp.atari.spec.8bit
Subject: The Korner BBS
Date: Tue Mar 8 11:39:31 1994

Effective yesterday, Mar 7, 1994 - the Korner BBS will no longer
be online 24hours/day, 7days/week - instead, I've changed the
number (will post it tomorrow) and will be putting the BBS
online WEEKENDS only.

If you would like to access over 350meg of 8bit Atari files, then this BBS is
for you..

The Korner BBS is easily the largest 8bit BBS in existence!
--
-=
-                 James King aka Kamaro Kid   -
-        Atari 8bit SysOp of Delphi & AC Exchange Editor   -
-      Inet Mail: jking@email.state.ut.us _OR_   -

Article #1090 (1100 is last):
From: bo511@cleveland.Freenet.Edu (James P. Norris)
>Newsgroups: freenet.sci.comp.atari.spec.8bit
Subject: Improved Sig
Date: Tue Mar 15 09:42:42 1994

I have just finished perusing the new and improved 8-bit portion of
this Sig and I must say I am very very impressed! This is without a doubt
one of the most complete 8-bit services possible to be made today. I know

I will be using it often and let just say thanks to our Sig-ops for making
this possible. I am especially impressed by the use-net interface and
the archive support. Although it possible to access Umich's archive via
email before this, such access was difficult and cumbersome. I have yet
to retrieve an intact large file successfully. I am sure I will be able
to do it with this new interface.
     Again, my thanks.
--

Jim Norris   bo511@hela.cwru.edu
1909 Lakeview Ave
Rocky River, OH 44116-2413
(216)-356-0967 (voice)

8-Bit Tutorial

Mark Leair

                        A Closer Look: PC Xformer

I had the opportunity to ask Darek Mihocka at Branch Always Software (BraSoft)
some questions on their upcoming release of PC Xformer. Below is an excerpt
from our dialogue.

ML: What basically is PC Xformer?

DM: Basically PC Xformer is a DOS application, so it will run on DOS, Windows,

OS/2 2.1, and Windows NT (already tested it). It just required the usual 640K
of RAM, a standard VGA card (no SuperVGA or VESA VGA required but of course you

can use it), and a PC with at least a 286 (386 or 486 is recommended).

ML: What machines does PC Xformer emulate?

DM: PC Xformer emulates the bank switching of a 130XE allowing you to run
software written for the Atari 400/800, the XL, and the XE.

ML: How does PC Xformer handle the 8 bit's Disk Drives?

DM: Disk drives are handled by using disk images produced by either the SIO2PC

cable (.ATR files) or those produced with the ST Xformer Cable (.XFD files). So

existing users of SIO2PC and ST Xformer have already transferred their 8-bit
software to the correct IBM format and are ready to go!

ML: Will PC Xformer support such external devices as R: (the Serial/Modem
port)?

DM: This question on devices suggests that you don't really understand what an

emulator does (most people don't, so don't worry about it). For example, most
people think that Gemulator emulates GEM. It doesn't. It emulates a 68000 chip

and the Atari ST hardware. So it doesn't matter what you run for an operating
system (TOS 1.0, TOS 1.4, TOS 2.06, etc) or what kind of program you run, even
programs that peek and poke directly to hardware, because that's what the
emulator is emulating. Similarly, PC Xformer does not emulate the 8-bit
operating system or BASIC. It is a 6502 emulator that emulates the ANTIC,

POKEY, GTIA, PIA, and related chips. Software that peeks and pokes directly to

hardware (which almost 100% of 8-bit software does) runs just fine. The devices

like E: K: and other operating system's devices are not emulated by PC Xformer,

that's the operating system's business. BASIC is not emulated by PC Xformer.
If BASIC is the machine language code you happen to be executing, then that's
what you get. So as with Gemulator, PC Xformer emulates the whole computer, not

just the operating system.

ML: By emulating the whole computer, will PC Xformer be a 100% compatible
emulator?

DM: ... that's what I'm claiming in the ads. Of course beta testers will
probably find something that won't run on PC Xformer, but it'll be pretty ...
close just like Gemulator. I won't really know the answers to specific
compatibility questions until the beta testers have their go with it.

<div align="center">* * *</div>

For additional information on any of BraSoft's products contact:

Branch Always Software
14150 N.E. 20th St., Suite 302
Bellevue, WA 98007
ATTN: Darek Mihocka

8-Bit Commentary

Michael Current

Atari Classics is no longer taking subscriptions, and April 1994 will be
the final issue. Managing Editor Ben Poehland writes in the just-
released February issue, "It's time to end the anxiety that has characterized
this publication since it was launched." While subscription numbers peaked
at about 530 for the October '93 issue, there were only about 375 subscribers
by the time the February '94 issue was released. The magazine was created
from the beginning to be self-sufficient as long as there were 500
subscribers, but this number proved too difficult to maintain.

'Tis a shame, as the February issue is another quality, exciting one (despite
my own ramblings on pp. 4-7 :). There are brand-new advertisements from
Fine-Tooned Engineering, Computer Software Services, Aerion Software,
Dean Garraghty Software, and Video 61. For me, seeing new ads is at least
as exciting as reading new articles.

The point is this. Despite the failure of the _Atari Classics_ Experiment,
our market has yet to die. Witness the numerous 8-bit vendors and developers
we have to choose from, and the continued coverage in that other North
American Atari publication, _Current Notes_.

There is more. A Consortium from the San Leandro Club of California, headed
by familiar names Bob Woolley and Jim Hood, plans to start an all 8-bit
Atari publication of their own in place of the void created by the
departure of AC. Their venture deserves our watchful eye, as the 8-bit
Atari community tries to prevent total and final collapse. The advent of

plenty of 8-bit advertising in AC and CN, and the well-known 8-bit
dedication of Bob, Jim, and the SLCC, offers hope of good things for the
Future.

Quoting Ben Poehland once more, "It's getting to be a very strange world
for Atari 8-bitters in 1994.

Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
         Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

16/32-Bit Computers Support Area
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=

16/32-Bit Computers Support Area News

There are two new areas added to the 16/32-BIT REFERENCE DESK. These areas
are: Applications Software List and Games Software List. Each list
includes Falcon030 compatible software:

   <<< 16/32-BIT REFERENCE DESK >>>

   1 Magazines
   2 IAAD Member Listing
   3 Vendors & Developers
   4 Applications Software List
   5 Games Software List
   6 Frequently Asked Questions...
   ----
   h=Help, x=Exit Free-Net, "go help"=extended help

Your Choice ==>

16/32-Bit SIGOps Needed

The Cleveland Free-Net Atari SIG's 16/32-Bit Computers Support Area is
presently looking for additional SIGOps. There are two areas that need
to be managed the most. These areas include the MIDI Forum and the
Programming/Developing Forum. These are volunteer positions. If you are
interested in either position, please contact the Atari SIG by this
address: xx004@cleveland.freenet.edu

ST Roundtable Report
by Bruce Nelson, aa789@cleveland.freenet.edu

There has been a distinct decline in the number of hardcopy magazines
devoted to the Atari platform over the past year or two. But the online
magazines have stepped in to fill the void.

Here on the Cleveland Freenet, we carry the text portions of ST Report,
Z*Net, and Atari Explorer Online. They're in the Atari Libary section
under Online Magazines.

While most of the current news regarding products coming from Atari
Corp. are in regards to the Jaguar, there are still a few tidbits being
published in the onlines regarding the computing platforms. In

particular, Atari Explorer Online has been doing a splendid job in
keeping up with the computer side of Atari's products.

Back in AEO #302, the transcript of the Bob Brodie conference reveals
that the TT is back in production, and that many new products were shown
at NAMM to enhance the ST/TT's usefulness to the music industry. And Bob`
mentioned a hi-rez video digitizer due out for the Falcon in the near
future.

In that same issue, Andreas Barbiero talked about the Falcon's
popularity in Germany and the price drop for the STfm in Great Britain`n$
which has prompted a whole new bunch of add-on's for those platforms
which we will hopefully see distributed on the other side of the Big
Pond in the near future.

And Ed Krimen talks about what products can be added to the older
machines to bring them more "up to date".

Meanwhile, in every issue of AEO, Michael Burkley reviews most of the
uploads found on the pay services. I sure wish I knew where he finds the
time to unpack and try every one of them, but he provides a great
service to the Atari community.

In AEO #305, Patty Barbiero released the most current list available of
local User Groups. I know there's lot's of corrections which will need
to be made to that list, but it's a start. By releasing this version,
the groups involved will get a chance to update the list.

And the best part about all this information is .... it's free! You
can get it right here on the Freenet.

16/32-Bit Bulletin Board Messages of Interest

From: pdirect@news.delphi.com (PDIRECT@DELPHI.COM)
>Newsgroups: comp.sys.atari.st
Subject: New Atari Magazine -- Contents!
Date: Tue Apr 12 19:00:11 1994

Proce
ssor Direct Magazine: Further information

  For general information please refer to the earlier posted general
  release.

  The text below was used for internal purposes, however due to a
  very surprising demand, I looked over it and decided to post it.
  The "Includes" sections don't necessarily mean those are the only
  illustrations on the page. Don't be fooled by the page numbers.
  This is quite literally a large magazine (the page size is
  11.5"x13.5") and as such the number of pages articles take up is
  much less. The fact we used slightly smaller text than other
  publications (it's a 10 point serif font, larger than newspaper
  but smaller than what would normally be used in a "small"
  publication) also compressed the size of the issue somewhat. Ask
  anyone who has seen it, this issue is PACKED.

March/April 1994 Issue Contents:

Page   Article name, author : column title

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        "description"
------ --------------------------------------------------------------
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-END----
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Hopefully my signature works by now. Delphi was having a problem
interpreting my first one and it didn't work very well. <grin>

Portfolio Support Area
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Portfolio Support Area News

The Portfolio column is looking for additional writers! If you are
interested, please contact the CFN Atari SIG at the e-mail address:

Article of Interest

Using Nickel Cadmium Batteries

    This installment I will discuss the general topic of Nickel Cadmium
batteries but one that also directly effects Atari Portfolio users.
How many batteries do you use a year? How many just for your portable
computer alone? This article is not to tell you about how "green"
rechargeable batteries are, but to help new Nickel Cadmium users or
frustrated current users understand these little demons better.

    Nickel Cadmium, or Ni-Cads, are rechargeable batteries that can be
recharged up to over a hundred times with proper care and usage. Cost
of recharging them is only a couple of pennies per battery. These
batteries also come in almost all popular sizes.

    With the obvious cost savings over buying new (expensive) batteries
every time they wear down, how come people don't use them more often?
Well a common response is that they cost more up front and don't last
as long as Carbon Zinc or Alkaline Batteries. This is both true and
untrue. Depending on the usage and care, Ni-Cads an cost far less over
their life time and give good charge times. The next couple of paragraphs
will give more insite and will allow you decide whether or not Ni-Cads
are for you.

    First off, I'd like to explain some differences between a Ni-Cad
battery and a regular Alkaline or Carbon Zinc battery. First and
foremost Ni-Cads can be recharged over a hundred times safely. Regular
batteries can also be recharged but not as reliably or safely. By safely
I mean that the batteries will not rupture and leak acid. Ni-Cads power
drop off curve is not linear, but drop off almost immediately. When using
Alkaline's in the Portfolio you can get the "Low Battery" message and
still use the computer for more than a few minutes before it automatically
shuts itself off. With Ni-Cads when you get the "Low Battery" message you
have a few seconds to turn the computer off and sometimes the machine
never gives you the message at all and you are left with a blank screen!
Ni-Cads go full steam and die quick, regular batteries go full steam and
then slowly taper off. In the Portfolio's case the AA batteries that are
recommended are Alkalines. The specs on these are 1.5 volts each. The
specs on a Ni-Cad are 1.2 to 1.25 volts each. So with the 3 batteries
you start off around .75 volts short right off the bat.

    Ni-Cads have what is called a memory. This memory is what frustrates
most people and they end up getting poor life out of Ni-Cads because of
this. What is memory in a Ni-Cad? Very simply a Ni-Cad remembers how
much it was charged and discharged and behaves off of this. What? Well
follow this scenario. In my Portfolio I am using Ni-Cads and I get the
"Low Battery" message. I would replace my batteries and be on my merry
way. The batteries I removed still have a charge left in them they are
not completely dead or discharged. If I were to recharge them at this
point, I would only charge the percentage that was drained, not the entire
battery. When done charging the, battery is not 100% but less than that.
If I were to reuse them they would not last as long because of not getting
a full charge. After repeating this cycle a few times the batteries would
give very short use times and always be needing recharge. To avoid this
cycle completely discharge the batteries before each recharging. Some
battery (expensive) rechargers have this capability but most don't. For

my AA Portfolio batteries I put them in a pen light and turn it on and
whenever the light is out, I take the batteries out and they are ready to
be recharged. The benefit of draining the batteries every time is that
they get a full charge every single time and offer the best service.

     Well, after all this, is it wise or worth it to use Ni-Cads in the
Portfolio? You bet it is! You just need to follow a slightly different
battery replacement schedule and stick to it for best and safest results.
Under moderate to heavy daily use, Alkalines with the Portfolio can be
expected to last four to six weeks. With Ni-Cads an average of two weeks
to play it safe. Obviously your own use will govern when to change them.
For me every two Saturdays I replace them whether they need it or not,
this way I don't have a dead Portfolio on my hands (pun intended). I
also discharge the batteries completely before recharging them. I have
had great service from my Ni-Cads this way, and a happy user and
Portfolio to boot for over three years! I also have three sets of
batteries, one in use, one always ready, and one in the state of being
recharged. This is really only an extra set if you are used to using
Alkalines. Over the life of a Ni-Cad in use, there definitely is a cost
'savings besides a "Greener" environment. I hope this installment shed
enough light on Ni-Cads, besides just for the Portfolio so that you can
benefit from their use in other areas as well.

                              Fred Horvat
                              Your Part Time
                              Atari Portfolio Sigop

Lynx Support Area
-=-=-=-=-=-=-=-=-

Lynx Support Area News

The Lynx can expect a couple new releases soon: Fat Bobby and
BattleZone 2000! According to Ted Taiquechi of Atari Corp., both these
games have been released to production and we can expect to see them on
shelves in a couple months.

Near completion is a card with two *classics* -- "Super Asteroids/
Missile Command". The games have been revamped and the card is currently
"in testing". No word on a release date.

Third Party games - Telegames is working on a Lynx version of the popular
"Super Off-Road", and Beyond Games ("BattleWheels") is nearing completion
on their second Lynx title, "Ultra Vortex". No word on release dates for
these titles.

New Easter Egg

In the game Lynx Hockey, a weird Easter Egg turned up recently. Enter the
password BATSXPEB, and you will get a bat cartoon... Then when you go to
the team selection screen, there is an additional team in Group D called
"The Bats" - all with perfect stats!

APE Newsletters Online

There will soon be issues of Clinton Smith's excellent newsletter online

at the Cleveland Freenet. The APE Newsletter has been covering the Lynx
for four years, giving us Lynx owners inside scoops to new games/releases,
cheats, hints, tips, as well as news from Atari, third-party developers,
and electronics shows where the Lynx made an appearance. Clint has done a
wonderful job with this newsletter, and has given the Cleveland Freenet
permission to post these newsletters (except the most recent) for online
viewing. Issues 9 and 10 are available and are located in the Lynx area,
and the rest are soon to come.

Later issues of the APE Newsletter - renamed "Atari Power Entertainment"
(from "Atari Portable Entertainment") include this same high-quality
coverage of the new Jaguar 64-bit interactive mutimedia system. These
will also be posted soon.

Most Wanted Games for the Lynx

If you would like to see a game made for the Lynx (one that already exists)
then send the CFN Atari SIG e-mail. Your game suggestion will be included
in the list of most wanted games to be voted on in the next issue of CAIN
Newsletter.

Lynx Bulletin Board Messages of Interest
-=

From: rxw31@po.CWRU.Edu (Rory Wohl)
>Newsgroups: freenet.sci.comp.atari.spec.video
Subject: Got Mine . . .
Reply-To: rxw31@po.CWRU.Edu (Rory Wohl)
Date: Thu Mar 24 12:40:54 1994

Well, I couldn't resist and ordered my Lynx w/2 carts on 3/14. (An
early birthday present to myself.) It came on 3/22 and I've barely
put it down.

Blue Lightning is just as much fun as I remembered and Lemmings is
very addicting. At first, I wasn't too crazy about it, but it
grew on me fast.

The best part was getting the order form for more games in the box with
the Lynx. What to choose, what to choose?

So, I guess I'm back in the Lynx community after a 3.5 year absence.
Sure makes me wish I hadn't given away the games that weren't stolen
with my first Lynx.

--
Rory M. Wohl   rxw31@po.cwru.edu   rory26@aol.com
          "If you have a plan, no one can stop you,
           because no one is planning to stop you"

From: aa852@cleveland.Freenet.Edu (Barry W. Cantin)
>Newsgroups: freenet.sci.comp.atari.spec.video
Subject: Re: Got Mine . . .
Date: Thu Mar 24 15:10:53 1994

Welcome back, Rory - and HAPPY BIRTHDAY!!!

Yep - Blue Lightning is great. Lemmings was programmed by the
original Amiga programmer. When you finish it, you get a very
long scrolling message that's well worth reading (or, you could
just check it out in the cheats area here on CFN...).

What to choose... what to choose...

Advice from me: get ALL of them ;-)

Start with BattleWheels and Checkered Flag, Warbirds, Chip's Chlg
(cheap now), there are so many.

Barry
--
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Barry Cantin, aa852@cleveland.freenet.edu
Atari Lynx SIGop, Cleveland Freenet
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

Lynx Commentary
-=-=-=-=-=-=-=-

Well, right now it's a bit slow as far as new releases for the Lynx.
Atari is devoting the vast majority of its resources to the Jaguar,
and rightfully so -- it is very important to the company that the Jag
hit the market hard and fast, and make a huge name for itself. So,
Atari's main focus right now is on the Jaguar.

So where does that leave Lynx owners? Well, we haven't been forgotten.
Atari is still going to release Lynx titles. There is a healthy list
"in the pipeline", and the arrival of "Eye of the Beholder" will add the
first RPG for the Lynx - complete with battery backup! Third party
developers are also working on Lynx titles as well. So, bear with it for
now -- the games will be here soon. And in the meantime, there's a
library of nearly 70 games available. Lots to keep us busy...

Let's all wish the Jaguar *success*! The future of the Lynx may well
depend on it.

Barry Cantin
Lynx Support Area SIGOp

Jaguar Support Area
-=-=-=-=-=-=-=-=-=-

Jaguar Support Area News

The Jaguar Support Area has done really well since it was first released
just over a month ago. If you have not already visited the Jaguar Support
Area, you are encouraged to do so! There is great conversation and a lot
of useful information in this area.

We are attempting to put together a list of the games most wanted for
the Jaguar. If you would like to help us out in this area, we would
certainly appreciate it!

I have some information that I obtained from Ted Taiquechi of Atari Corp.

Ted is in charge of developing certain games for the Jaguar and Lynx.
He informed me that I was "pushing all the right buttons" but he could
not tell me a lot of stuff that I tried to get out of him. Some of this
information might have changed since two weeks ago (when I spoke with him)
and other information might already be old news:

Atari is still in negotiations with Acclaim. I asked him if letters
would help in getting companies to write games for the Jaguar and he said
that it couldn't hurt. So if you would like to see one of your favorite
games on the Jaguar, write the company that has the rights to the game!

An audio CD of Tempest 2000 music is indeed being released. 70 minutes
worth. 30 minutes was used in the game.

Kasumi Ninja will be the most violent game that has ever been released on
a home system. You'll be able to do all kinds of stuff with brains
bursting out of character's head. Also, the Indian character is a real
movie actor and he will have a chop that slices part of another character's
brain out. I asked him about the rating system and he said that even if
they do come out with the rating system that most people will still buy it.
They had a number of kids come in and they found out from them that this is
what they wanted in fighting games.

Kasumi Ninja will work well with the three fire buttons. There will be a
number of moves that you won't see in Mortal Kombat.

I kept after him about a possibility of a six button joypad controller and he
told me that they are considering it. I told him about the six button
controller pad I suggested in the last CAIN Newsletter issue and he had me
send him some pics that I made of it.

An arcade joystick is being developed. I also included a pic of an
arcade joystick controller with buttons on both sides of the joystick.
This design was a result of a video game survey taken last year on the
Internet. The result of the survey was that 50% of the video game players
that responded liked the arcade buttons on the left side. The other 50%
liked the arcade buttons on the right side.

Alien Vs. Predator is a single player game "so far" he says... I asked
about the possibility of a multi-player Alien Vs. Predator CD-ROM disc in
the future and he said "maybe." Will the first Alien Vs. Predator be
multi-playable? I hope so. But if not, I got the feeling that we would
see a multi-player version in the future.

An arcade coin-op in the future? He wouldn't say. But I am willing to
wager Atari Corp. is looking into this industry.

How about Japanese game companies? I said which major Japanese game
company is developing for the Jaguar. "Which one" he says. I said the
one with four developer kits. He said, "I can't say anything about that
either."

How about multi-player Jaguar to Jaguar, Lynx to Jaguar, Jaguar modem
Jaguar, Lynx smart controller, etc? I stressed to him that this is
exactly what everyone wants to see in all new Jaguar games. He said that
Atari will definitely be doing a lot of networking games in the future.

Jaguar Reviews

There are a number of Jaguar game reviews online the CFN Atari SIG for
your benefit:

Crescent Galaxy -- By: hennessy@acsu.buffalo.edu
Raiden -- By: Ethan Larson (ALMO@UWYO.EDU)
Raiden -- By: Tim Wilson (AEO) (wilsont@rahul.net)
Tempest 2000 -- By: Dave Glowacki (dglow@depauw.edu)
Tempest 2000 -- By: Rob Cupples (cupples@iastate.edu)
Tempest 2000 -- By: Jay T. Millar (AEO)
Tempest 2000 -- By: Dave Glowacki (AEO)
Tempest 2000 -- By: Jer Horwitz (v08913s3@ubvms.cc.buffalo.edu)

Most Wanted Games for the Jaguar!

Here's your chance to determine the most wanted games for the Jaguar!
If you own a Jaguar or think you will own a Jaguar in the next year or so,
you are allowed to vote on the most wanted games for the Jaguar!

INSTRUCTIONS: You may use 20 points to vote on any of the games on the
following list that you would like to see on the Jaguar. The list was
compiled from lists of games that game players throughout the world
contributed since the last CAIN Newsletter. You may allocate as many
points as you want in vote of a game, but you may NOT use more than a
total of 20 points. If you use more than 20 total points, none of your
votes will count.

If there is a game that you would really like to see made for the Jaguar
but it is not on the list, you may add that game to your votes. But you
are required to give that game at least 10 of your votes.

EXAMPLE:

Mortal Kombat II...........................Acclaim/Midway...........[06]
Sinistar...................................Williams/Midway..........[03]
Archon II..................................Electronic Arts..........[01]
Dimensions Through Space (made up)........Dimensions'R'Us..........[10]

NOTICE: The game that isn't on the list is Dimensions Through Space.
This game does not exist but the game that you would like to see should
exist. 10 points were given to that game since it was not on the list.
This system is to assure that games not on the list will still have a chance
to be a most wanted game (especially if others suggest it too). Also,
if you add a game, you need to include the company that has the rights to
make it.

As you look through the list, you may find errors. If you find an error,
please include information on the error along with your votes.

We are unaware (and most others) of who has the rights to certain Atari
games--Atari Games Corporation or Atari Corporation. If you are aware of
who has the rights to the game, please send the information to the
address along with your vote.

I have been assured by a representative of Atari Corporation that the list
of most wanted games will be given to the appropriate person at Atari Corp.
after all votes are counted.

Finally, it should go without saying that all of the older games listed

would be enhanced versions of the original for the Jaguar.

SEND VOTES TO: xx004@cleveland.freenet.edu

Here's the list:

```
Aces Over Europe..........................Dynamix...................[     ]
Adventure.................................Atari.....................[     ]
Airborne Ranger...........................Microprose................[     ]
Alone in the Dark I.......................Infogrames................[     ]
Alone in the Dark II......................Infogrames................[     ]
Alternate Reality (complete series).......Philip Price..............[     ]
Archon II.................................Electronic Arts...........[     ]
Assault...................................Atari.....................[     ]
Asteroids (all forms in one)..............Atari.....................[     ]
B-17 Flying Fortress......................Microprose................[     ]
BallBlazer................................LucasArts.................[     ]
Baseball Stars............................SNK.......................[     ]
Battle Zone...............................Atari.....................[     ]
Bio Menace................................Apogee....................[     ]
Blasteroids...............................Atari.....................[     ]
Blazing Lazers............................HudsonSoft................[     ]
Carrier Command...........................Rainbird..................[     ]
Centipede.................................Atari.....................[     ]
Comanche Maximum Overkill.................NovaLogic.................[     ]
Commander Keen............................Apogee....................[     ]
Congo Bongo...............................Sega......................[     ]
Cosmo's Adventure.........................Apogee....................[     ]
Crazy Climber.............................Namco.....................[     ]
Cyber Sled................................Namco.....................[     ]
Darksun: Shattered Lands..................Strategic Sim.(SS.....I).[     ]
Defender..................................Williams/Midway...........[     ]
Desert Strike.............................Electronic Arts...........[     ]
Dig Dug...................................Namco.....................[     ]
Discs of TRON.............................Disney....................[     ]
Dune II...................................Virgin....................[     ]
Dungeon Master............................FTL.......................[     ]
Elite II/Frontier.........................GameTek...................[     ]
F-15 III..................................Microprose................[     ]
Fatal Fury II.............................SNK.......................[     ]
Flashback.................................Delphine Software.........[     ]
Food Fight................................Atari Games...............[     ]
Gauntlet IV...............................Atari Games...............[     ]
I, Robot..................................Atari Games...............[     ]
Knights of the Round......................Capcom....................[     ]
Lady Bug..................................Universal.................[     ]
LLamatron.................................LlamaSoft.................[     ]
M.U.L.E...................................Electronic Arts...........[     ]
Major Havoc...............................Atari Games...............[     ]
Martial Champions.........................Konami....................[     ]
Mechwarrior II............................Activision................[     ]
MegaMan...................................Capcom....................[     ]
Monster Bash..............................Apogee....................[     ]
Mortal Kombat.............................Acclaim/Midway............[     ]
Mortal Kombat II..........................Acclaim/Midway............[     ]
N.A.R.C...................................Acclaim/Midway............[     ]
NBA Jam...................................Acclaim...................[     ]
Pac-Man (complete series).................Midway....................[     ]
Pinball Jam...............................Atari Corp................[     ]
Pinball Fantasies.........................Digital Illusions.........[     ]
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Pole Position............................Atari....................[    ]
Raiden II................................Fabtek...................[    ]
Rampart..................................Atari Games..............[    ]
Rebel Assualt............................LucasArts................[    ]
Road Riot................................Atari Games..............[    ]
Road Blasters............................Atari....................[    ]
Robotron 2084............................Williams.................[    ]
Rolling Thunder..........................Atari....................[    ]
Samurai Shodown..........................SNK......................[    ]
SimCity 2000.............................Maxis/Bullfrog...........[    ]
Sinistar.................................Williams/Midway..........[    ]
Smash TV.................................Williams/Midway..........[    ]
Space Lords..............................Atari Games..............[    ]
Star Wars Trilogy (S.W.,E.S.Back,R.Jedi)..Atari Games..............[    ]
Starblade................................Namco....................[    ]
Starglider...............................Rainbird.................[    ]
Steel Talons.............................Atari Games..............[    ]
STUN Runner..............................Atari Games..............[    ]
Stunt Track Racer........................Microprose...............[    ]
Super Street Fighter II..................Capcom...................[    ]
Syndicate................................Bullfrog.................[    ]
Tecmo Bowl...............................Tecmo Inc................[    ]
Thunderhawk..............................Core.....................[    ]
Total Carnage............................Williams/Midway..........[    ]
Tournament Cyberball.....................Atari Games..............[    ]
Ultima...................................Origin...................[    ]
Virtua Fighting..........................Sega.....................[    ]
Virtua Racing............................Sega.....................[    ]
Wayne Gretzky Hockey.....................Bethesda.................[    ]
Wheel of Fortune.........................Gametek Inc..............[    ]
Wing Commander I.........................Activision...............[    ]
Wing Commander II........................Activision...............[    ]
Wing Commander III.......................Origin...................[    ]
Wizardry.................................Sir Tech.................[    ]
World Heroes II..........................SNK......................[    ]
WWF Royal Rumble.........................Ljn......................[    ]
X-Wing...................................LucasArts................[    ]
Xybots...................................Atari Games..............[    ]
Zeppelin.................................Synapse..................[    ]
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Jaguar Bulletin Board Messages of Interest
-=

From: kpz@po.CWRU.Edu (Kenton P. Zinn)
>Newsgroups: freenet.sci.comp.atari.spec.jaguar
Subject: 3do a threat, I think not
Reply-To: kpz@po.CWRU.Edu (Kenton P. Zinn)
Date: Thu Mar 3 06:37:43 1994

I really believe that 3do is far from a threat...first they are too expensive
even at the 499 price, the technology they use is now considered pretty
outdated (when compared to other systems that are coming out, and of course
the little black cat we have all come to love)...I checked out Total Eclipse
for the 3do at Waldensoftware, while being good it was pixelated and choppy
altough it has potential, not as much as the Jaguar...

Jaguar will be the king of vid!!

From: aa852@cleveland.Freenet.Edu (Barry W. Cantin)

Yeah, in the New Orleans area the 3DO doesn't seem to be selling
too well, whereas these same stores can't keep the Jags in stock!

GOOD!

now all i need to do is convince the wife that my 2-year-old
needs it...

Barry
--

Jaguar Commentary
-=-=-=-=-=-=-=-

All Jaguar Commentary is included in the CAIN Newsletter Supplement that
is included in another file with this newsletter.

Len Stys, aa399@cleveland.freenet.edu
Jaguar Support Area

Article of Interest/Reviews
-=-=-=-=-=-=-=-=-=-=-=-

TEMPEST 2000 REVIEW
By: Rob Cupples (cupples@iastate.edu)

I won the privilege to have my preorder copy of Tempest 2000 sent to
me early. I'm sorry I haven't been here earlier, but that's life
trying to get everything done as a grad student. :) Here is a sort of
review of the game. It is now spring break here and I will be glad to
answer any questions you may have.

Controller:

Left moves clockwise and right moves counterclockwise. The movement
is much better than you would expect. If you remember from the arcade
game, the blaster "fidgets" before flipping over into the neighboring
lane. This allows you to tap the control pad in order to move only
one or two lanes over without the blaster being oversensitive to the
controls. On the other hand if you hold down on the button a hair
longer, the blaster quickly zips around the rim. The problem with
this is that you might get into some awkward area and can't remember
if you should press left or right to get out of the way.

The 'A' button activates the jump, the 'B' button fires and the 'C'
button is the super zapper. There is a menu that allows you to change
this setup. The jump is a new feature only found in the Tempest 2000
version. Press it and the blaster jumps off of the rim and the web
shrinks back a little bit giving you a brief moment to shoot enemies
on top of the rim before coming back down.

Overlay:

There isn't any overlay, or at least there wasn't one in my box or
mentioned in the manual. You really don't need it. There are only 5

things you can do with the control pad. The first two are the obvious
ones: 0 toggles the music, # and * resets the game. The other options
control the view of the web. Pressing a button in the first column
gives the default view in which the web is slightly larger than the
screen and the game tries to keep the view such that the blaster is
towards the center of the screen. If the blaster moves quickly from
one side of the web to the other, the web drifts over to the new view
rather than jumping suddenly. This view can be bothersome at times in
that often there are blind spots. A button in the second column
activates the fixed web view in which the web seems a too small for the
screen, and a button pressed in the third column is a closer view of
the first view.

Traditional Tempest:

The levels are there and the characters all seem to move the same.
It's been too long ago for me to tell if all of the web designs and
enemy movements are exactly the same, but they seem to be. The
annoying thing is that all of the sound effects are wrong. For
example, the pulsars are supposed to make a nice humming vibration
noise while they are trying to electrocute you. Instead, they hiss
like a damn cat. All of the old tricks work too. You can shoot a
flipper on the rim as it flips on top of you, you can slide underneath
a flipper when he is in the middle of a flip, and you can slide past a
fuseball when it is at a junction in the wire frame.

Other than the levels and the mechanics, the game is by no means an
exact translation of the original game. The little details of the
original are all gone: I miss the limitations of the vector monitor.
The scores are filled polygons rather than drawn by straight line
segments, the superzapper recharge between levels appears as a word in
a similar filled polygon font which rocks back and forth and is
announced by a female voice, there are crazy starfield patterns and
the webs twirl in 3-D as you approach them rather than just coming
straight at you. Don't get me wrong, all of these things are a plus
in the other games, but don't seem right when used in a game called
'Traditional Tempest'. I guess that is why they didn't call it
'Classic Tempest' instead.

Tempest Plus:

In the one-player mode, this is pretty much the same as Traditional
Tempest but with added visual and sound effects. When the enemy is
hit he explodes into star dust and is accompanied by the sound of an
exploding mortar. One version allows you to play with an artificial
intelligence android who is invincible and is really pretty good.
A third version allows two players to play cooperatively on the same
web. Oddly none of the games have a two player each taking his own
turn version.

Tempest Duel:

I don't want to comment much on this one since I don't have a second
controller and playing partner to give it a good run down. Two
players face each other at opposite ends of the same web and try to
kill each other. The problem is each player has a mirror in front of
him which is only down when he is firing. In the meantime, enemies are
moving toward both players.

Tempest 2000:

The most pronounced feature about Tempest 2000 are the powerups. About
after every second or third enemy is shot, several dots forming
circles dance up the lane followed by a sort of box. If you catch the
box, some announcement bursts filling the screen. These announcements
along with the accompany bursts of dying enemies can be distracting
leaving you blind for a couple of moments, but makes the whole game
exciting along with the dance club soundtrack that plays in all of the
versions. The powerups include a particle laser which mows down the
enemy, 'Zappo 2000': 2000 points, the AI Droid who helps you finish the
level, 'Jump Enabled' allowing you to jump off of the web, 'Warp Bonus
Tokens' which I'll explain in a moment, and 'Out of here!' which is
5000 points plus the end of the round. When you collect three warp
tokens you get to go to one of three warp zones of which only two I've
played. The first one puts you flying through space beneath a
psychodelic plane trying to place a pair of crosshairs so that you fly
through a series of hoops trying to collect bonuses. Once you screw
up a hoop its over. Supposedly, there is a fixed number of hoops, but
I've never made it yet. The first time I was at this warp zone, I
didn't know what I was supposed to be doing. I flew around a bit
aimlessly. I noticed that the only noise was a heavy breathing sound
like the time Hal locked Dave out of the spaceship in 2001. I was
waiting to hear, 'What do you think you are doing, Dave?'. The second
warp zone I ran into involves something similar to the half-pipe in
Sonic II. You try to following this shifting green spray paint stripe
down the tube. I've only been there once and I bombed it completely.
As part of the challenge of the warp zones, the controls are sensitive
to taps on the direction pad.

Tempest 2000 also include a few new enemies. They include mutant
flippers, mirrors, demon heads, and UFO's. The mutant flippers are
much faster and look a little different than regular flippers. The
demon head can be a b*tch! It looks the head of a steer. When you
shoot it, parts of the face are destroyed but the horns continue to fly
up the web. If you don't have enough room to move they will clip you
and kill you. Even though I've made it to level 31, I haven't seen a
single mirror or UFO yet so I can't comment on them.

Tempest 2000 is the only version which allows you the enter high
scores and allows you to collect keys. Keys are simply markers of the
highest odd numbered level that you have ever cleared. They are saved
when the power is turned off and allow you to start on any of the odd
numbered levels up to and including the level of the key.

Credits:

I thought I would list some of these from the manual since some of you
are fond of them. Of course Jeff Minter has been mentioned several
times in this newsgroup before, but I have never seen any of his
previous work.

Programming: Jeff Minter
Art: Joby Wood
Music and SFX: Ted and Carrie Tahquechi
Producer: John Skruch

Should you buy it?:

The sound track and special effects make the game exciting, but
beneath it all its Tempest. If you turn off the sound track and

select the fixed view on Traditional Tempest, then a lot of the
excitement will go away and you will realize this is just Tempest.
If you didn't like it when it was in the arcade because you got too
frustrated at your limited progress like a lot of people I knew back
then, then you probably won't like it now. Where am I coming from? I
played the arcade Tempest for several months. I could make it all the
way up to the yellow figure eight which took a LOT OF PRACTICE with
small increments in improvement to reach and an incredible amount of
practice to make it up to the next level (the white circle). After
that the game disappeared completely from my hometown about two years
after it was introduced. Being the second best at it in town, I was
ticked. I wanted to see the end of the game with the rumored
random-ordered green webs. I was willing to spend the time and the
money, but the arcade owner said it had to go because it didn't make
enough money anymore.

Despite all the excitement of the game, the Jaguar doesn't seem to
even pant heavily. It took me a while to realize why. Of course,
there are no dozens of textured mapped walls and such to worry about!

Are there any questions? I'll try to answer them. Of course I
probably forgot something since I did type all of this in only one
sitting.

Rob Cupples
cupples@iastate

Upcoming Atari Shows
-=-=-=-=-=-=-=-=-=

                       <<   Computer Shows >>

                        Updated: 04/06/94

To include shows (preferably shows that include Atari products),
for the Cleveland Free-Net Atari SIG's Show list and the CAIN newsletter,
send the show's name, date, location, and any additional information to
xx004@po.cwru.edu. Please address the e-mail with the subject
"Computer Show". The following information is correct to the best of our
knowledge. However, we cannot guarentee its accuracy. Corrections and
cancellations are therefore requested.

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+-----------------+
|Shows at a Glance|
+-----------------+-------------+-------------------------+----------+
|      Name       |             |       Location          |   Date   |
|-----------------+-------------+-------------------------+----------|
|1. ProTOS                      |Ulm, Germany             |04/20/94  |
|2. Benelux Computer Show       |Utrecht, The Netherlands |04/22/94  |
|3. 1994 Michigan Atari Fair    |Waterford, MI            |04/23/94  |
|4. CSA                         |Gelsenkirchen, Germany   |04/29/94  |
|5. FEZ-a-BIT                   |Berlin, Germany          |05/07/94  |
|6. Texas Atari Festival        |St. Mary's University    |06/04/94  |
|7. Connecticut Atarifest '94   |Windsor Locks, CT        |08/27/94  |
|                                                                    |
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Since many of the show information files are several pages long, we are unable

to include these due to space limitation. However, these files can be obtained

from the Cleveland Free-Net Atari SIG.

                        SAC '94: A Review

                        Eric Kaljumagi
                President, Yolo Atari Club (YAC)

     The Sac Expo has come and gone, and I must admit that I had a
great time. The event was a bit smaller than last year, and
rather more spread out, but the combinations of those two factors
made it easier to have a conversation at least.
     I spent a fair amount of time at our YAC booth, both working
and playing. We signed up half a dozen members, sold nearly a
score of disks, and demoed the Falcon rather extensively.
In addition, I lost badly at MidiMaze, toyed with Tempest 2000
and Castle Wolfenstein 3D on the Jaguar, and played comlynxed
Lynxes for the very first time. I must admit, as much as I enjoy
my Lynx, it is even more fun when the "enemy" is another human!
Thanks are in order (as they usually are) to all the YAC members
who helped out, particularly to Jeff and Eric Hays for their
artistic column building.
     Next to us was S.T.A.R. and across the way were the
Codeheads selling Calligrapher 3 at a very reasonable price. The
Codeheads have put most of their recent efforts into MidiSpy, an
incredible program if you are a composer. I can't play the piano
well enough to be able to use it, but the Codeheads could, so we
were treated to live music both days, as was STeve Kipker and
crew, who apparently did pretty well.
     On the other side of the demonstration area were most of the
developers and a newcomer to the show, Computer Rock. At list,
his prices were way too high, but at "80% off" they were
bargains. I bought "Cruise for a Corpse," a well-reviewed game,
for ten dollars, and a copy of "DiamondBack 2" for eight. I was
very impressed with the developers who came -- Gribnif, A&D/ST
Informer, Oregon Research, Compo, and Darek Mihocka (with his
GEMulator). I was able to speak at length to all of them, and
they cheerfully answered every one of my questions.
     As for the rest of the show, BRE software was there with
many inexpensive used Lynx cartridges, Atari had a presence (and
loaned us the Lynxes) and besides YAC and S.T.A.R. there were
six other user groups. I found out from Gribnif that North American
sales of Neodesk 3 were over 10,000, I have number 1066 of Geneva, and
the GEMulator sales were in the "high 900's." Not record breaking,
but it means the developers can keep eating. Personally I was
satisfied with the show -- the serious users looked like they were
having a good time, the gamers looked liked they were having a good
time, and I certainly was! Sac Expo is as much a social occasion as
it is a convention, and I would like to thanks all of those who helped
make my weekend very enjoyable. Enjoy your Atari!

Vote Issues and Results
-=-=-=-=-=-=-=-=-=-=-=-
                        << Voting Booth >>

One exciting feature of the Atari SIG is its voting booth. Here, users can

create their own opinion polls. The voting booth is accessible from the main
menu of the Atari SIG on the Cleveland Free-net (CFN). Select option '11'
from this main menu to enter the voting booth.

Last month's poll was submitted by Len Stys. Below are the results:

Do you feel the Atari Jaguar will be a success this year with sales over
750,000?
                    A total of 68 votes have been cast as follows:

                          40 (58.8%)   Yes
                          28 (41.2%)   No

This month's poll was submitted by Mark Leair:

Please vote on when you would like to have a Real-Time Atari Conference in
Freenet's local IRC chat system. Please NOTE: the results will be taken into
consideration, but our staff and guest's availability will make the final
decision. Please feel free to write in any specific time that is not already
listed using option 'a'.

                            Vote Options:

                    1. I am available just about anytime
                    2. Saturday Afternoons
                    3. Saturday Evenings
                    4. Saturday Mornings
                    5. Sunday Afternoons
                    6. Sunday Evenings
                    7. Sunday Mornings

You may vote on these issues through the Atari SIG on CFN. If you do not
have an account on CFN yet, you may send your ballot by internet e-mail to
"aa338@cleveland.freenet.edu". Please address your letter with the subject
"Jaguar Vote". We will post the results to this poll in the next issue of
CAIN.

Online Atari Conferences
-=-=-=-=-=-=-=-=-=-=-=

The Cleveland Free-Net (CFN) has the facilities to provide Real-Time Online
Conferencing. It is hoped that the Atari SIG can sponsor Atari conferences
in the future. The conferences would be held on CFN's chat system called the
"IRC". IRC stands for "Internet Relay Chat." This is a special program that
allows real-time conferencing through the internet network. However, CFN's
IRC is local, or accessible only by CFN users. If you are interested in
these conferences, or would like to be a guest-speaker on one of these
conferences, please send internet e-mail to "aa338@freenet.cleveland.edu".
Finally, stay tuned to this newsletter for transcripts from these conferences.

Conference with Atari United!

The Atari SIG will be sponsoring an Online Conference with Patti Barbiero of
Atari United!, a national Atari user group. The conference will be held Sunday,

April 17, 1994 at 8:00pm EDT on Free-net's local I.R.C. channel #Atari.

                  Upcoming Conference with Jeff Minter

The Atari SIG will be sponsoring an Online Conference with Jeff Minter,
programmer of the Jaguar's Tempest 2000. Tempest 2000 is the Jaguar that has
received "game of the month" by two different game publications and "game of the

show" at CES by several other organizations. The date and time for this
conference has not yet been set.
                                    * * *

Don't miss these two upcoming conferences. Get your Cleveland Free-Net IDs
today! To get to the I.R.C. chat system type "go IRC" from any system prompt.

General Information of Need
-=-=-=-=-=-=-=-=-=-=-=-

Cleveland Free-Net Atari SIG's
Who's Who in the Atari Community E-Mail Directory

The Cleveland Free-Net Atari SIG maintains a list of members of the Atari
Community that do things that helps Atari users and the Atari Community in
some way on a continuous basis. They are Atari BBS sysops, dealers,
developers, publishers, user group presidents, writers, FAQ maintainers,
etc. They are even Atari employees.

If you contribute some way to help others in the Atari Community on a
continuous basis and would like to be made more available through e-mail
incase someone wishes to contact you, please send e-mail to the Cleveland
Free-Net Atari SIG at: xx004@cleveland.Freenet.edu

Do not send in names and addresses--only your own! Each person on the
list must give permission to be on the list by submitting their own
information!

Please include your name, e-mail addresses, and a small summary of things
that you do in the Atari Community.

Thank you!

How to Contribute to CAIN

For full details on contributing to CAIN, please check out the "CAIN Online
Newsroom," option 13 from the Atari SIG's main menu. In summary, we can
use articles, tutorials, and reviews on Atari products. The format is simple
--ASCII format with 80 characters per line. The text should be sent via
internet electronic mail to "xx004@freenet.cleveland.edu". All submissions
to CAIN become the property of CAIN, unless otherwise agreed upon.

Article Requests

Below are some suggestions of articles we would like to see in future
issues of CAIN. For a complete list of newsletter needs, please consult the
discussion board under the CAIN Online Newsroon (option 13 from the Atari
SIG's main menu).

                         Newsletter Needs

                       << Updated 03-Apr-1994 >>

Communications: Any articles that fits into the area of communications (ie:
reviews, summaries, articles, tutorials on BBS systems, term or BBS
software, services, etc for any Atari computer) may be submitted to this
section. When submitting to this section, please address this article with
the subject "Communications."

File Archives: Any type of summary, review, or list of new files that
are on any Atari ftp archive will benefit our readers. Please address this
article with the subject "ftp archives."

Tutorials: CAIN is actively seeking any project, "how-to," and tutorial
articles for future issues of CAIN. These articles can be for any type of
Atari product. Please address this article with the subject "Tutorial
Submission."

Atari Shows: Not only can we use information on upcoming Atari Shows, but we
also can use reviews and summaries of recent Atari shows. Please address this
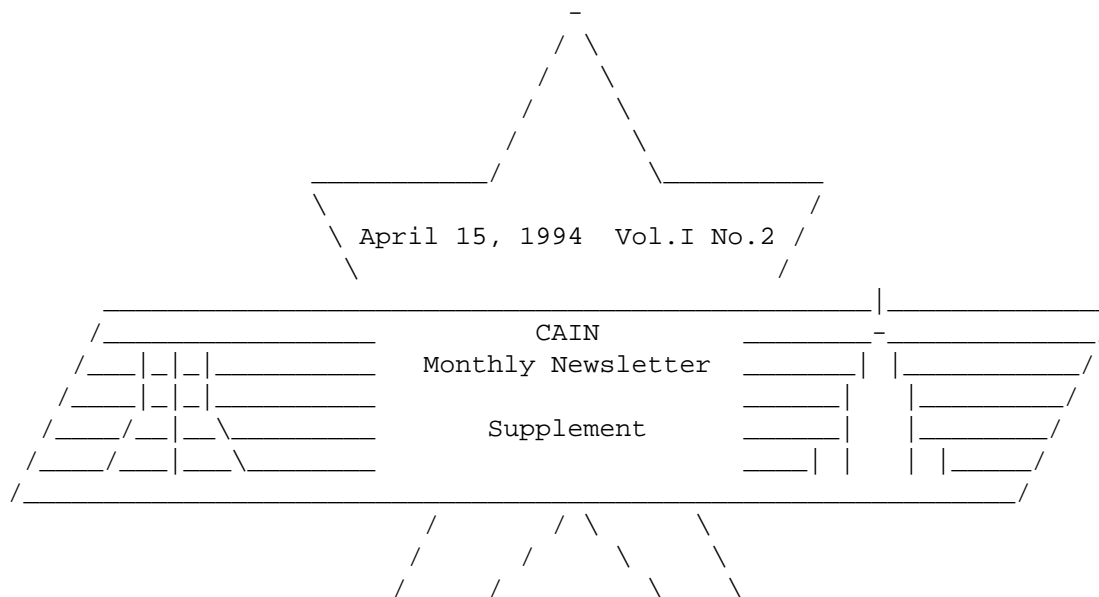article with the subject "Atari Show Information."

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THOUGHT OF THE MONTH: The Cleveland Free-Net costs absolutely nothing to use!
-=-
   [C]entral [A]tari [I]nformation [N]etwork Newsletter April 15, 1994
   Copyright (c) 1994 All Rights Reserved   No.002.
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DUE TO THE LENGTH OF THIS ARTICLE, IT HAS BEEN INCLUDED AS A SUPPLEMENT
TO CAIN NEWSLETTER.

DISTRIBUTION PROBLEMS CONTINUE...
Commentary by: Len Stys

I don't like to criticize Atari Corporation. I like their products and
I enjoy the excitement the company brings to the members of the Atari
Community. But when I see things taking place (or not taking place) that
may jeopardize my enjoying Atari products in the future, I am going to say
something. What? A negative article about Atari? Even though you will
probably never see an article like this in other online Atari covering
publications, I do not consider this a negative article. I believe this
article is full of positive criticism (from others and myself) and if
this positive criticism is well taken, it could help insure that we will
be enjoying Atari products for years to come.

Atari Corporation seems to have "restructured" itself for the better in
many areas. These areas include public relations, publication relations,
developer support, software/game development, etc. Some of the areas that
the company has had major problems with in the past such as manufacturing
have been left to a company with a very good reputation--IBM. But there
are also some areas which I feel Atari Corp. has not improved itself, one
of which is distribution.

Atari Corp. is spending a great deal of money on advertisements in certain
areas where Jaguars are nowhere to be found! I remember Atari doing this
with the Lynx a few years ago. The result was that consumers would go to
retail stores looking for the Lynx without finding any. The retailer
either did not carry it or was in the process or reordering it. Since
the retailers did not want to lose business, they would convince consumers
that the Sega GameGear was the "same thing." The consumer would buy the
GameGear and the money Atari spent on advertisements generated profit for
the company's main competitor. The funny thing is--Atari continues to do
the same thing today.

TRUE STORY: I was recently in Babbages to see if there were any new games
available for the Jaguar and to my surprise, someone was in the store asking

the salesperson if they had any Jaguars. The person mentioned that
he saw an advertisement for it on cable and was interested in getting one.
I was excited! I thought to myself that Atari's advertisements must be
working! The salesperson said that they did not have any and he did not
know when he would be getting more. The salesperson then quickly showed
the customer the new Panasonic R.E.A.L. system and John Madden Football for
it. The man paid for it with his credit card and went home 3DO happy.

OK... I thought. Perhaps it was a freak occurrence. No way. I went to
two other stores. The first one was Electronics Boutique. I asked the
store manager (since I bought my Jaguar from him) how well Atari's
advertisements have been helping sales. He told me that in all honesty,
they are not helping sales. This is because the store gets VERY FEW units
in and many people that see the advertisements do not want to wait weeks for
the Jaguar. I then asked him what they do if they don't wait. He bent
his head down and said, "They get something else." After seeing the
Panasonic R.E.A.L. next to him with its new $499 price tag, I had a feeling
I knew what he meant. The second store that I visited was Software Etc.
The store manager informed me that he would NEVER carry the Jaguar because
and I quote: "Atari has a very BAD reputation in supporting the products
that they manufacture. We would be hurting our customers by selling them
an Atari Jaguar." I asked if the company felt the same way. And he said
that Software Etc. will never sell the Jaguar. All during this time, there
were four people gathered around the Panasonic R.E.A.L. with a demonstration
of John Madden Football.

Atari Corporation sponsored a Lynx mall tour a couple of years ago. I was
curious to see how it was done so I visited a mall that had 32 Lynx systems
set-up for people to test. There were two stores in the mall that carried
the Lynx at this time. At the beginning of the Lynx demonstrations, one of
the stores had three Lynxs in stock and the other had two in stock. There
was also a Toys'R'Us not too far away that had two in stock. At the end of
the weekend, all Lynx systems were sold. A success? Not quite. The
benefit of selling these few Lynx systems did not outweigh the cost of the
mall tour. I also found something else that was very interesting. The
first store in the mall also had eight GameGears, the second store had six
GameGears, and the Toys'R'Us had eleven GameGears--all of which were sold at
the end of the weekend as well.

Atari is advertising nationally but the advertisements are reaching areas
where there are no Lynxs or Jaguars to purchase! If a company is going to
advertise a good product, the product should be available to be purchased in
mass quantities. No ifs, ands, or buts.

Does Atari realize that there is a problem finding Jaguars? Here is a
small part of Bob Brodie's April 1st Dateline with Atari GEnie Conference:

= <[Iver] I.POSSEHL1> This question comes from a long term friendly
= supporter, but it has an edge :-> Bob - Here is a theory I have on
= buying a Jaguar. When the machine and games are available in my
= retail community, then I will buy it. Why should I drive 200+ miles or
= go mail order for a game I have not seen or been able to check out
= first hand? What can you say to reduce my fear of becoming an Atari
= loner again?
=
= <BOB-BRODIE> May I ask what area of the country you are in?
=
= <[Iver] I.POSSEHL1> Minnesota N. Dakota
=
= <BOB-BRODIE> You shouldn't have to drive 200 miles to purchase a

= Jaguar. We have already gone National with Electronic Boutique and
= Babbages. Soon, Toys R Us will also be on a national basis with us as
= well. We also have distributors selling the products to independent
= retailers throughout the US. Those same distributors are also selling
= the Jaguar into Canada as well.
=
= <BOB-BRODIE> As far as buying mail order, that's an evaluation that
= you have to make. Many companies conduct mailorder business in a fine
= fashion, such as STeve's Software in California, or TOAD Computers in
= Maryland. It is a perfectly viable way of doing business. You are
= the only one that can decide if you are comfortable with doing that.
= Many people are. As far as a concern about being an "Atari loner"
= again....I suggest your friend check out some of the latest video
= games magazines. I don't get a sense from any of them that the Jaguar
= is going to be anything other than a success.
=
= <[Iver] I.POSSEHL1> Believe it or not The closest EB, Babbages, TRU
= IS 200 miles away in Minneapolis.

This is very interesting because Bob Brodie claims that the Jaguar is
available at these retailers, but all of the retailers that I checked in
the Cleveland area did not have it. As you will see in the following
messages, many of these individuals cannot find Lynxs, Jaguars, or
Atari merchandise in their areas as well:

= From: jbbjr@aol.com (JBBJR)
= Newsgroups: rec.games.video.atari
= Subject: Re: How's Lynx and Jaguar Distribution in your area?
= Date: Tue Apr 5 17:29:01 1994
=
= Here in the Boston area, I have yet to see a Jag in the store. The ones
= that get them get 3 to 6 a week and have a waiting list. In my travels to
= see a Jag, I see no signs of Lynx in the stores.
= I don't understand why Atari doesn't require the stores that distribute
= the Jag to keep a Jag on display to promote it.
= -----------------------------
=
= Date: Tue Apr 5 14:11:58 1994
= From: tde@hpcvsgen.cv.hp.com (Tim_Emmerich)
= Subject: Re: How's Lynx and Jaguar Distribution in your area?
=
= :Please let me know how many places near you each of the systems are
= selling at. None! The closest TRU doesn't carry Lynx.
=
= : Also tell me how many games they have available, etc.
=   None!
=
= : Tell me if any third-party companies such as Beyond Games' games are
=   selling in these stores.
=   None!
=
=   US, Corvallis, Oregon
=
=-----------------------------
=
= Date: Tue Apr 5 14:13:56 1994
= From: yes@xmission.com (Yes)
= Subject: Re: How's Lynx and Jaguar Distribution in your area?
=
=   I live in salt lake city, utah (usa).

```
=
= : Please let me know how many places near you each of the systems are
= selling at.
=
=    1 confirmed: "The Game Peddler". several unconfirmeds: Toys 'r'us
= can never quite decide, Gamer's Edge is reported to have units and
= reported not to have units (depending on who you talk to), etc. possible 3
=
= : Also tell me how many games they have available, etc.
=
=       4, not counting cybermorph, but to find copies of these games
= that they "stock" is rare.
=
= : Tell me if any third-party companies such as Beyond Games' games are
=   selling in these stores.
=
=       Nope.
=
= ------------------------------
=
= Date: Tue Apr  5 14:47:29 1994
= From: skip@cy.cs.olemiss.edu (Skip Sauls)
= Subject: Re: How's Lynx and Jaguar Distribution in your area?
=
= I'm in Oxford, Mississippi, located approx. 45 miles North-Northwest
= of Tupelo, MS (birthplace of Elvis) and 60 miles South-Southeast of
= Memphis, Tennesse (where Elvis died).  There is a Babages in Tupelo
= selling Jaguars and a Babages and a Electronic Boutique selling them
= in Memphis.
=
= >Also tell me how many games they have available, etc.
=
= The Babages in Tupelo had 3 games in stock, including 2 T2k's (one of
= which I bought) and a TMF.
=
= The Babages in Memphis had 1 Dino Dudes and 1 TMF, but had sold out
= all of their T2k units already.
=
= The EB in Memphis had 1 Dino Dudes and 1 TMF, along with 3 Jaguars
= remaining of the 4 that had been received the previous day.  They had
= also sold out of all of their T2k units.
=
= Skip Sauls
= skip@cy.cs.olemiss.edu
=
= ------------------------------
=
= Date: Tue Apr  5 15:24:37 1994
= From: jschlich@ecst.csuchico.edu (Jeff Schlicht)
= Subject: Re: How's Lynx and Jaguar Distribution in your area?
=
= >Please let me know how many places near you each of the systems are
= selling at Chico Toys R Us 15 miles away, next closest is EB in Sacramento
= 100 miles
=
= >Also tell me how many games they have available, etc.
=
= Chico TRU just got Raiden last week, that's all the got besides
= about 12 systems just sitting there. EB in Sac has 1 or 2 of
= each title except tempest
```

= --
= Jeff
= jschlich@ecst.csuchico.edu
=
= ------------------------------
=
= Date: Tue Apr 5 16:07:02 1994
= From: eo543@cleveland.Freenet.Edu (Sean Michael Williams)
= Subject: Lynx and Jaguar Distribution
=
= Lynx and Jag distibution that I've seen in Orange County, Ca. (suburb of
= L.A.)
= (4) Babbages - NO Lynx or Jag units
=   dozens of software titles
=
= Good Guys (electonic super-store) - Jag and Lynx units and many titles
= there are about 6 stores
=
= Electronic Boutique - Jag units and titles, no Lynx
=
= Toys 'R' Us - adding Jag units and software, no Lynx
=
= Montgomery Ward - a few Lynx titles
=
= Video Games Plus - dozens of new and used Lynx titles
=   new and used Lynx units
=
= ------------------------------
=
= Date: Tue Apr 5 17:18:02 1994
= From: ah499@cleveland.Freenet.Edu (John Daniels)
= Subject: Re: It's been a while..
=
= The Parma store vacated their Lynx section entirely last time I was there
= (shortly before the Atari offer) and just had all the game-boxes that they
= had hanging from pegs near the Sega/Nintendo replacement-hardware area. I
= left >$100 there that day but the games they had were nearly all $7.90. I
= picked up some games that weren't on my Want List just bacause they were
= so cheap.
=
= I dunno what the situation is at the North Olmstead store but nearly all
= the games were $7.90 or $9.90. At both stores they passed through a $13
= price point a couple of months ago. Right while I had my first Lynx on
= order. Started buying games right then.
=
= The Babbages and Walden Software at Parmaatown both have Jaguars
= sporadicly.
=
= Video Game Exchange purports that they are going to be carrying the Jag
= too but I haven't seen it in any of their stores yet. They do have the
= 3DO though.
=
= later   John
=
= ------------------------------
=
= Date: Tue Apr 5 21:22:00 1994
= From: dln4300@tamuts.tamu.edu (David L. Northcliffe)
= Subject: Re: How's Lynx and Jaguar Distribution in your area?

```
=
= In article <2ns32b$69v@usenet.ins.cwru.edu> you write:
= >
= >Please let me know how many places near you each of the systems are
=  selling at.
=
= In College Station, Texas there is one that I know of, Babbage's.  TRU has
= no Atari stuff at all, but our store is brand new and never had any Atari
= stuff to begin with.
=
= The only Atari stuff at Babbage's (and Babbage's is the only place in
= Bryan or College Station that still carries Atari stuff) is Jaguar stuff.
= They stopped carrying the Lynx last summer.
=
= The folks at Babbage's also say that the Jaguar (and the 3DO!) has been
= outselling the Genesis in recent weeks.
=
= >Also tell me how many games they have available, etc.
= >
=
= Two.  Dino Dudes & Raiden.  They got a few copies of T2K which disappeared
= instantly.  (I got one :-)  They can get TMF if you really want them to.
= Also a few controllers on the shelves.  The Jags themselves (they've been
= getting about a half dozen a week since mid February) all disappear within
= a few days after their arrival.  Still can't keep them on the shelves.
=
= >Tell me if any third-party companies such as Beyond Games' games are
=  selling in these stores.
=
= No.  They hadn't even heard about the Cat Box yet.
=
= ...........................................................................
=                                                          David Northcliffe
= dln4300@tamuts.tamu.edu
=
= ------------------------------
= From: exe00111@char.vnet.net (Chris Wickman)
= Newsgroups: rec.games.video.atari,rec.games.video.advocacy
= Subject: Jaguar rollout?
= Date: Sun Apr  3 11:59:13 1994
=
= Does anyone have any information as to when the Jaguar will be shipping
= in mass quantities around the country? I want one really bad but they
= sell out within hours of a retail store getting them in! :)
=
= When will Wal-Mart start getting Jags in?
=
=
= chris
= ------------------------------
=
= From: tom@peri.com (Tom Sherwin)
= Newsgroups: rec.games.video.atari
= Subject: Where to buy lynx games
= Date: Tue Apr  5 08:46:25 1994
=
= I live in the middle of Suffolk County (Long Island, NY) and have found
= that there is a shortage of places which carry a wide selection of Lynx
= games (fancy that!).  TRU has some good titles but most are around $40 a
= pop.  Babbages @ Smithaven carries the same stuff all of the time and few
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= places have even HEARD of the Lynx.  Even the Wiz wants $40 per game.
=
= Mail order is certainly the way to go for price and selection but
= sometimes I need that "immediate gratification".  Does anyone know of
= somewhere in my area where there is a decent selection for decent prices?
= Please respond via email (tom@peri.com) 'cuz I don't have read access to
= this group.
= Thanks in advance!
=
=                           -Tom
= -----------------------------
=
= From: sferree@cwis.unomaha.edu (SUZANNE M FERREE)
= Date: Wed, 6 Apr 1994 16:29:18 GMT
=
= aa399@cleveland.Freenet.Edu  writes:
= >Please let me know how many places near you each of the systems are
= selling at.
= |sf>  As far as I know of, only one place here in Omaha, Nebraska sells
= either the Lynx or the Jaguar.  It's a locally owned chain of 2, owned and
= operated by video game fans (the store is called Gamer's).
=         TRU & Babbage's used to sell the games, but they stopped last year.
= Software Etc. is now carrying 3DO, so I guess they might carry Jaguar in
= the future.  I think Mongomery Wards might have had one game left on
= clearance.
=
= > Also tell me how many games they have available, etc.
=         There were about 3 or 4 games for the Jaguar which I saw for the
= first time when I was last at Gamer's (Feb. or March).  Most of the Lynx
= games that they had were reserved from waiting lists, so I couldn't count
= how many they had last time.  Usually they have very few Lynx games or
= game systems that haven't already been reserved.  I think the most non-
= reserved number of them I've seen is 3 or 4 titles (and they are a pretty
= good store for getting games in.)
=
= > Tell me if any third-party companies such as Beyond Games' games are
= selling in these stores.
=         I don't know.  I didn't get a close enough look.
= > If you are from another place other than the U.S., you may let me know
= also, I might use it.
= --
=
= Suzanne Ferree
= E-mail:  sferree@cwis.unomaha.edu
=
= From: Luke@sccomp.UUCP (Luke Kleykers)
= Newsgroups: rec.games.video.atari
= Subject: Atari Lynx History? Soon Jaguar?
= Date: Tue Mar 29 09:51:42 1994
=
= Hi,
=
= just back from 2 weeks California and didn't find a shop in Silicon Valley
= that sells Atari Lynx games. This is frustating. Atari could have make
= sure that at least the bigger shops in their own neighboorhood do have
= Lynx Games. Same for Jaguar. You probably have to be an expert to locate
= the shops that sell Atari stuff.
=
= If this continues Atari products do not make any chance... This is a
= simple marketing issue which Atari seems to fail to understand...
```

```
=
= Rumours about a revive of Lynx lasted already too long.
=
= Luke
= ------------------------------
=
```

It is apparent that Atari Corporation is not requiring retailers that carry
the Jaguar to also carry the Lynx. There are no retailers selling the Lynx
in the Cleveland area that I am aware. This means that Atari's Lynx
national advertisements in gaming magazines are not helping to sell Lynx
systems in areas where the Lynx cannot be found. In actuality, it may be
helping to sell similar color portable game systems.

A comment was made by a user during Bob Brodie's GEnie Conference on
April 1st concerning the Babbages near him not displaying the Jaguar:

```
= <[Network 23] R.MARTIN22> about the Jag stuff, they pull things out
= of the back room!
=
= <BOB-BRODIE> Is the Babbages in Springfield?
=
= <[Network 23] R.MARTIN22> yes, in White Oaks Mall.
=
= <BOB-BRODIE> I'll call them on Tuesday. We'll chat.
```

Are problems with retailers displaying Atari products suppose to be
anything new? I cannot remember ANY retailer in the Cleveland area that did
not hide the Lynx and its games behind the counter or on distant shelves
somewhere. I have heard time and time again from users around the United
States that have reported similar sightings. Even when the Lynx was being
displayed in Toys'R'Us in my area, it was never displayed properly. If
there was a game being demonstrated on the unit (which was unusual) then the
screen would be out-of-focus.

Since I am on the subject of displays, Nintendo pays for all Nintendo
related displays in retail stores. Bob Brodie made the following comment
in the April 1st GEnie Conference on the Jaguar kiosks after this question
was made by a user:

```
= <[Gary] G.DULLECK> I've yet to see the Jag displayed well at a store.
= What is Ataris policy on getting kiosks into stores. Also what game is
= due out next and when (for the jag) ?
=
= <BOB-BRODIE> Gary, we are making some very nice kiosks for the stores
= to use to display their Jaguars. They were used at CES to display all
= of the games, and include stereo speakers, and a secure method for
= displaying the Jaguar to minimize the risk of theft, and yet be
= attractive, and utilitarian.  They are available for order, and can be
= ordered from us now!! We have several Jaguar games under development
= at this point, Club Drive looks like it is the furthest one along at
= this point.
```

I was surprised to see that they are available to order. At a time when
video game companies are fighting each other for space in retailers, the
kiosks benefit Atari more than the retailer. I wonder if retailers will pay
for these kiosks when they will most likely be getting them for free from
Nintendo and Sega.

Ah, just when you thought the criticism would never end... Atari's most

recent advertisements are looking a lot better. I have not yet seen the
Tempest 2000 commercial, but I have heard many good reports from people that
have seen it. Also, by running the Tempest 2000 commercial, Atari's target
audience becomes those kids that have grown up since Tempest was popular
in the arcades (18-25 year olds). An age group that remembers the "good'ol
days" of the Atari 2600. An age group that have jobs and can afford to go
out and buy a $250 game machine. Atari's latest 4 page print advertisement
looks a lot better than previous print advertisements. And I have heard
Troy Aikman Football radio advertisements from TradeWest that tells everyone
to look for the game on the Jaguar in the Fall.

The one thing that really irritates me is when someone complains about
something but offers no solutions. I would never do that.

The main problem seems to be that there are not enough Jaguars to meet
demand.   There were not enough Jaguars to meet demand in many areas before
Atari started advertising nationally. Atari Corp. needs to either increase
production of Jaguars or encourage retailers to order a higher volume.
Atari Corp. also needs to increase the number of retailers that carry the
Jaguar. If Atari Corp. fails to do this, they are losing sales and in some
cases--putting money into their competitors pockets. If retailers in
an area can only get a total of twenty Jaguars during an advertising
campaign by Atari, the sales of these twenty Jaguars will not be able to
cover the cost of the advertisements.

The second biggest problem is the distribution of the Lynx. The Lynx is
a very good color portable video game system, but it is not available in
many retail stores. Atari Corp. can be making a nice amount of money on
sales of Lynx game cards, but they cannot be found anywhere to be purchased!
The Lynx national print advertisements are almost a waste. The solution is
to require all Jaguar dealers: Toys'R'Us, Electronics Boutique, and Babbages
to carry the Lynx as well.

Another major problem is third-party Lynx and Jaguar products availability
through retailers. They aren't available through retailers! Beyond Games'
Battle Wheels is one of the best games available for the Lynx and yet it
cannot be found in any retail stores. Atari Corp. should help distribute
these products since they will help increase sales of their systems. But
I can imagine that this would be difficult to do since Atari Corp. is having
a hard time distributing its own Lynx products.

Atari Corp. has Jaguar and Lynx kiosks available for retailers to order.
I suggest that Atari Corp. arrange for the largest Toys'R'Us, Electronics
Boutique, and Babbages stores in each major city be loaned a Jaguar
kiosk free of charge. I also suggest that the second largest Toys'R'Us,
Electronics Boutique, and Babbages stores in each major city be loaned a
Lynx kiosk free of charge. But require each of these stores to carry
large quantity of systems in stock.

Jaguar and Lynx displays are yet another problem in retail stores. Atari
Corp. should have an agreement with each retail chain that carries the
Jaguar and Lynx to properly display the Jaguar and Lynx. Atari Corp. should
follow up the agreement every other month by sending each store manager
a letter reminding them to keep the Jaguar, Lynx, and related merchandise
properly displayed.

One pretty effective way to get consumers to try products is a mall tour.
Atari Corp. had the right idea when they displayed a bunch of Lynx systems
at several malls around the country. It would be great to see a Lynx and
Jaguar tour again! But this time, local retailers should be warned ahead of

time to have a large amount of Lynxs and Jaguars in stock. The idea is to
increase the company's sales of products by the mall tour, not the
competitor's products!

I'd like to close this article by saying that a lot of the problems that
I mentioned above are not because of Atari's financial situation. These
problems can be corrected by Atari's management. The success of the
Jaguar, Lynx, and Atari Corp.'s future depends on it.

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 |                                                                   |
 |                                                                   |
 |   Commentary included in CAIN Newsletter is that of the individual and  |
 |   is not necessary that of CAIN Newsletter or the Cleveland Free-Net   |
 |   Atari SIG.  Reader commentary is welcome!                       |
 |                                                                   |
 |                                                                   |
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